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Subject: Weapons for a Tank Game

Posted by [PointlessAmbler](#) on Fri, 27 Aug 2004 03:34:01 GMT

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Okay, I've got a few.

Long-range missile launchers that fire a large volley of 12-20 missiles, but with a long reload time inbetween volleys.

A missile that is fired into the air and circles for 60-90 seconds. When an enemy tank comes into range, the missile hurls itself toward it. After 60-90 seconds, it runs out of fuel and falls harmlessly to the ground.

A flak cannon that shoots flak in large clouds which do high damage to lightly-armored tanks but poor damage to heavily-armored ones.

I like the 25mm gun that the Bradley IFV has. You should use it. (It fires armor-piercing rounds which do a reasonable amount of damage, but it can fire 3 to 4 times per second.)

A purchasable upgrade to your tank that allows it to place mines which trigger when another tank runs over them (limit should be like 5 mines per tank).

Similar to mines, there should be tank-placed explosives, but they only detonate via remote control, otherwise they just sit there (and can be shot at by enemy tanks to destroy them).

A remote-controlled sentry gun which is low-profile and difficult to see when disabled, but it can be activated and controlled by your tank via remote control, firing something similar to your 'primary' gatling gun or whatever. It should have a camera which functions even when the sentry is deactivated, but the tank should be vulnerable (ie. the player cannot move) while you are using the camera or using the sentry gun itself) when doing so.

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